

screen and the prize selection inputs. When a player has chosen one or more prizes or combinations of prizes, the prize information may be stored on a magnetic card or smart card inserted into the card reader 415 or a printed prize sheet from the printer 423. Other output mechanisms may be used to output prize information to a storage device including an optical card reader, a smart card reader, a personal digital assistant or a mechanism for electronically transferring data to a player's pre-existing account such as a connection to remote account server. To play for one or more of the selected prizes, a player inserts the magnetic card or smart card containing the prize information into the card reader 420 on the gaming machine 400 or inputs prize information into the gaming machine using the prize selection inputs 426. The prize information containing the selected prizes might be read and displayed on the display screen 422 or some other display device on the gaming machine. When the player initiates a game, the gaming machine selects the appropriate pay table for the prize or prizes selected and presents a game outcome to the player in the display area 418. The pay tables corresponding to different prizes and may be stored in a memory location 424 residing within the gaming machine 400. This may also be configured on a master gaming controller 401 of the gaming machine 400. When a specific outcome of a game occurs corresponding to a pay-out of the selected prize, the player wins the selected prize. An advantage of acquiring prize information on a terminal separate from the gaming machine is that a large number of prizes may be searched without using valuable game playing time searching for a gaming machine having the prizes desired by a player.

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In another embodiment of the present invention, a player selects prizes from a display terminal connected directly to the gaming machine. For example, prizes available for selection might be displayed on the display screen 422 located within the top box 419 or on the display screen 418 located on the main cabinet of the gaming machine 400. A list of available prizes or prize groups might be obtained from the prize server 402 which may be located within the gaming machine 400 or may be physically separate from the gaming machine. After initiating a game by inputting a wager into the gaming machine 400, a player might pre-select a prize from the list of prizes available and begin game play. As described above, when a game play is initiated by the player, the gaming machine selects the appropriate pay table for the prize or prizes selected and presents a game outcome to the player in the display area 418. As mentioned, the pay tables corresponding to different prizes and may be stored in a memory 424 or configured on the master gaming controller 401 of gaming machine 400. When a specific outcome of a game occurs corresponding to a pay-out of the selected prize, the player wins the selected prize.

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